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Difference between overload and override

- Return value?

3 properties of Object Oriented Programming:

- Inheritance
 - Virtual Inheritance
 - Say we have class Base1 and Base2 with member function foo() and their common son Derive. What should we do if we wanna call Base1's foo() in Derive?
- Encapsulation
 - Say we have Base class with public function foo(), can its Derive who publicly inherit from Base define its foo() as private?
- Polymorphism
 - (Pure) virtual function
 - ◆ Implementation – vtbl
 - Abstract class

Variable placement:

- Stack
- Heap

STL

- Vector
 - Variable placement
 - Memory growth

C++11:

- Thread
 - Fire method
 - ◆ Join
 - ◆ Detach
- Atomic
 - Lockfree
 - ◆ Concept
 - ◆ atomic_flag
- Difference between 0 and nullptr
- Lambda
 - Capture list
 - ◆ Value
 - ◆ Reference